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UTILITY PATENT APPLICATION TRANSMITTAL (Only for new nonprovisional applications under 37 C.F.R. § 1.53(b))	Attorney Docket No. <u>MOODY #3E</u>
	First Inventor or Application Identifier <u>MOODY</u>
	Title <u>ELECTRONIC VIDEO SLOT AND POKER GAMES</u>
	Express Mail Label No. <u>EK 524 340838 US</u>

APPLICATION ELEMENTS See MPEP chapter 600 concerning utility patent application contents.	ADDRESS TO: Assistant Commissioner for Patents Box Patent Application Washington, DC 20231
1. <input checked="" type="checkbox"/> * Fee Transmittal Form (e.g., PTO/SB/17) (Submit an original and a duplicate for fee processing) 2. <input checked="" type="checkbox"/> Specification [Total Pages <u>32</u>] (preferred arrangement set forth below) - Descriptive title of the invention - Cross References to Related Applications - Statement Regarding Fed sponsored R & D - Reference to Microfiche Appendix - Background of the invention - Brief Summary of the invention - Brief Description of the Drawings (if filed) - Detailed Description - Claim(s) - Abstract of the Disclosure 3. <input checked="" type="checkbox"/> Drawing(s) (35 U.S.C. 113) [Total Sheets <u>13</u>] 4. Oath or Declaration [Total Pages <u>1</u>] a. <input checked="" type="checkbox"/> Newly executed (original or copy) b. <input type="checkbox"/> Copy from a prior application (37 C.F.R. § 1.63(d)) (for continuation/divisional with Box 16 completed) i. <input type="checkbox"/> DELETION OF INVENTOR(S) Signed statement attached deleting inventor(s) named in the prior application, see 37 C.F.R. §§ 1.63(d)(2) and 1.33(b).	5. <input type="checkbox"/> Microfiche Computer Program (Appendix) 6. Nucleotide and/or Amino Acid Sequence Submission (if applicable, all necessary) a. <input type="checkbox"/> Computer Readable Copy b. <input type="checkbox"/> Paper Copy (identical to computer copy) c. <input type="checkbox"/> Statement verifying identity of above copies ACCOMPANYING APPLICATION PARTS 7. <input type="checkbox"/> Assignment Papers (cover sheet & document(s)) 8. <input type="checkbox"/> 37 C.F.R. § 3.73(b) Statement <input type="checkbox"/> Power of Attorney (when there is an assignee) 9. <input type="checkbox"/> English Translation Document (if applicable) 10. <input type="checkbox"/> Information Disclosure Statement (IDS)/PTO-1449 <input type="checkbox"/> Copies of IDS Citations 11. <input type="checkbox"/> Preliminary Amendment 12. <input checked="" type="checkbox"/> Return Receipt Postcard (MPEP 503) (Should be specifically itemized) * Small Entity 13. <input type="checkbox"/> Statement(s) <input type="checkbox"/> Statement filed in prior application, Status still proper and desired (PTO/SE-09-12) 14. <input type="checkbox"/> Certified Copy of Priority Document(s) (if foreign priority is claimed) 15. <input type="checkbox"/> Other:

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16. If a CONTINUING APPLICATION, check appropriate box, and supply the requisite information below and in a preliminary amendment:
☐ Continuation ☐ Divisional ☒ Continuation-in-part (CIP) of prior application No: 09 1395292
 Prior application information: Examiner LAYNO, B. Group / Art Unit: 3711
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Your petitioner, ERNEST W. MOODY, a citizen of the United States and a resident of Las Vegas, State of Nevada, whose post office address is 2116 Redbird Drive, Las Vegas, Nevada 89134 prays that letters patent may be granted to him for the improvements in the ELECTRONIC VIDEO SLOT AND POKER GAMES, set forth in the following specification.

ELECTRONIC VIDEO SLOT AND POKER GAMES

Cross-Reference to Related Applications

This application is a Continuation-in-Part of Application Serial No. 08/495,952, entitled "Poker-Style Card Game", filed June 28, 1995, now U.S. Patent No. 5,531,448; and is also based on and is a Continuation-in-Part of Provisional Application Serial No. 60/019,879, entitled "Electronic Video Poker Games", filed June 17, 1996; and is also a Continuation-in-Part of Application Serial No. 08/755,174, entitled "Electronic Video Poker Games", filed November 25, 1996, now Patent No. 5,732,950; and is also a Continuation-in-Part of Application Serial No. 08/900,965, entitled "Electronic Video Poker Games", filed July 25, 1997, now U.S. Patent No. 5,823,873; and is also a Continuation-in-Part of Application Serial No. 09/040,143, entitled "Multi-line Slot Machine Method, filed March 17, 1998, now U.S. Patent No. 5,976,016; and is also a Continuation-in-Part of Application Serial No. 09/083,531, entitled "Electronic Video Poker Games", filed May 22, 1998, now U.S. Patent No. 6,007,066; and is also a Continuation-in-Part of Application Serial No. 09/175,226, entitled "Electronic Video Poker Games", filed October 20, 1998, now pending; and is also a Continuation-in-Part of Application Serial No. 09/395,292, entitled "Multi-line Slot Machine Method", filed September 13, 1999, now pending. The disclosure of each of these earlier patents and/or applications is

1 incorporated herein by this reference, with each of these
2 earlier applications being commonly owned with this applica-
3 tion.

4 5 Background of the Invention

6 This invention relates primarily to electronic video
7 gaming machines that allow the player to play both poker games
8 and slot reel games. In one or more versions, the invention
9 relates to electronic video poker games that are based on
10 poker hand rankings and allow the player to discard and
11 replace unwanted cards with replacement cards. The present
12 invention has many versions with the common thread being that
13 whatever cards are held by the player from a first hand are
14 duplicated or reused into other hands and these cards are
15 held. Additional cards are dealt as replacement cards for
16 those cards discarded from the first hand and to complete the
17 other hands and the player is paid for winning poker hand
18 combinations. In other versions, slot symbols are used in the
19 place of the playing cards and the player selects the slot
20 symbols to hold from the first row and the held slot symbols
21 are duplicated or reused in the other slot rows. The reels
22 are respun to complete the slot rows and the player is paid
23 for winning slot combinations.

Summary of the Invention

One version of the present invention is a method involving a card game in which the player makes a wager to play one or more poker hands which are displayed as pay lines in a display that looks like a multi-line slot reel machine. In one embodiment of the present invention, three adjoining horizontal rows, each having five card locations, are displayed to the player. The reels are spun a first time and one row of playing cards, such as the center row and representing a first hand, are displayed to the player. The player selects none, one or more of the face up cards from the first hand as cards to be held. The cards that are held are duplicated or reused from the first row into all of the other rows, such as the top row and bottom row which adjoin the center row. The reels that do not have held cards are then respun so that additional cards are displayed into the first row and all other rows so that each row is a five card hand. The poker hand ranking of each five card hand along each pay line which is being played by the player is determined. The player is then paid for any winning poker hands based on a pay table and the amount of the player's wager. The pay lines may comprise any suitable configuration of cards as long as there is only one card used from each card position regardless of which row the card is displayed in.

Another version of the present invention is a method in which slot symbols are used in place of the playing cards.

1 The method of play is the same as the playing card version and
2 the player is paid for winning slot symbol combinations
3 instead of poker hand rankings. Again, the pay lines may
4 comprise any suitable configuration of slot symbols as long as
5 there is only one slot symbol used from each reel position
6 regardless of which row the slot symbol is displayed in.

8 Brief Description of the Drawings

9 Figure 1 shows a gaming machine that can be used to
10 practice the method of the present invention.

11 Figure 2 shows the screen display for the poker game
12 version of the present invention after the initial deal of the
13 cards;

14 Figure 3 shows the screen display for the poker game
15 version of the present invention after the player selects the
16 cards to be held;

17 Figure 4 shows the screen display for the poker game
18 version of the present invention after the replacement and
19 additional cards have been dealt;

20 Figure 5 shows the screen display for the poker game
21 version of the present invention displaying the card positions
22 that correspond to pay line #1;

23 Figure 6 shows the screen display for the poker game
24 version of the present invention displaying the card positions
25 that correspond to pay line #2;

1 Figure 7 shows the screen display for the poker game
2 version of the present invention displaying the card positions
3 that correspond to pay line #3;

4 Figure 8 shows the screen display for the poker game
5 version of the present invention displaying the card positions
6 that correspond to pay line #4;

7 Figure 9 shows the screen display for the poker game
8 version of the present invention displaying the card positions
9 that correspond to pay line #5;

10 Figure 10 shows the screen display for the poker game
11 version of the present invention displaying the card positions
12 that correspond to pay line #6;

13 Figure 11 shows the screen display for the poker game
14 version of the present invention displaying the card positions
15 that correspond to pay line #7;

16 Figure 12 shows the screen display for the poker game
17 version of the present invention displaying the card positions
18 that correspond to pay line #8; and

19 Figure 13 shows the screen display for the poker game
20 version of the present invention displaying the card positions
21 that correspond to pay line #9.

22 23 Detailed Description of the Preferred Embodiments

24 The present invention includes a variety of electronic
25 video poker and slot games. Each game uses a plurality of pay
26 lines, with the number of possible pay lines exceeding the

1 number of actual horizontal rows appearing in the video
2 display.

3 In the method of play of TRIPLE PLAY POKER™ disclosed in
4 U.S. Patent No. 5,823,873 (the disclosure of which being
5 incorporated herein), there are three pay lines, each compris-
6 ing a single horizontal row of playing cards. In the method
7 of play of the multi-line slot reels game disclosed in U.S.
8 Patent No. 5,976,016 (the disclosure of which being incorpo-
9 rated herein), each of the pay lines comprise a single
10 horizontal row of slot symbols.

11 In a preferred embodiment of the present invention, the
12 playing cards which form each poker hand or the slot symbols
13 which form each slot symbol combination may come from more
14 than one of the rows, and not just from a single horizontal
15 row. This allows the number of pay lines to be increased
16 beyond the number of horizontal rows displayed to the player.

17 One way to accomplish this desired result is to provide
18 a matrix of card positions or a matrix of slot symbol posi-
19 tions and to then designate multiple pay lines which include
20 both the straight pay lines formed by the horizontal rows and
21 staggered pay lines that use one or more card positions of
22 slot symbol positions from the matrix of card or slot symbol
23 positions. The player then has the option to activate any one
24 or more of a number of hands or pay lines by placing an
25 appropriate wager on each hand or pay line that the player
26 wishes to be active for that round of play of the game.

1 In one embodiment of the present invention, a three-by-
2 five matrix of card or slot symbol positions is used. The
3 "three" portion of the matrix represents the three horizontal
4 rows and the "five" portion of the matrix are the five
5 vertical columns of card or reel positions. In the preferred
6 embodiment of the present invention, the card symbols or reel
7 symbols will appear as representations of spinning reels when
8 the game is activated for both the initial deal step and the
9 draw step.

10 When using such a three-by-five matrix, any suitable
11 configuration of hands or pay lines may be used. A preferred
12 embodiment of the present invention would use the following
13 nine pay lines.

14 Pay line #1 comprises the five cards of a center row:

X	X	X	X	X

19 Pay line #2 comprises the five cards of a top row:

X	X	X	X	X

24 Pay line #3 comprises the five cards of a bottom row:

X	X	X	X	X

1 Pay line #4 comprises a "V"-shaped pay line containing
2 cards from each of the rows:

X				X
	X		X	
		X		

7 Pay line #5 comprises an inverted "V"-shaped pay line
8 containing cards from each of the rows:

		X		
	X		X	
X				X

13 Pay line #6 comprises two cards from the top row, a
14 single card from the middle row, and two cards from the bottom
15 row:

X	X			
		X		
			X	X

20 Pay line #7 comprises two cards from the bottom row, a
21 single card from the middle row, and two cards from the top
22 row:

			X	X
		X		
X	X			

1 Pay line #8 comprises three cards from the middle row,
2 and a single card from each of the top row and bottom row:

3

	X			
X		X		X
			X	

6

7 Pay line #9 comprises three cards from the middle row,
8 and a single card from each of the top row and bottom row:

9

			X	
X		X		X
	X			

12

13 These nine pay line configurations are merely representa-
14 tive of a myriad of pay line configurations which can be used.
15 The total number of pay lines which may be used may be more or
16 less than nine.

17 In one arrangement, wagers by the player activates the
18 pay lines in sequential order starting with pay line #1
19 through pay line #9, with the player being required to place
20 nine wagers in order to play all nine pay lines. In another
21 arrangement, a player may be permitted to place one wager to
22 play a group of pay lines. For example, a player may be
23 permitted to place a single wager to play the first three pay
24 lines, another wager for pay lines #4-#6, and yet another
25 wager for pay lines #7-#9. In yet another arrangement, the
26 player can simply select how many credits the player wishes to
27 play on which of the pay lines up to maximum number of pay

1 lines and credits allowed by the configuration of the gaming
2 machine. In a preferred embodiment, the maximum wager would
3 be forty-five credits (five credits wagered on each of the
4 nine pay lines).

5 Figure 1 shows generally at 10 a gaming machine upon
6 which the method of the present invention can be carried out.
7 The gaming machine 10 includes a video screen display 20 on
8 which are shown the playing cards that will be used during the
9 play of the method of the present invention. The video screen
10 display 20 also includes other information and data presented
11 to the player to allow the player to understand the play of
12 the game and to effect the operation of the method.

13 In the preferred embodiment of the present invention, the
14 video screen display 20 also shows a credit meter 22 and a
15 first display 24 of the number of credits bet per hand, with
16 each hand being considered a "line". A second display 25
17 shows the number of "lines" (pay lines) upon which the player
18 has made a wager. The video screen display also has touch
19 screen locations to allow the player to DRAW 47 replacement
20 cards, to make his BET 26 and to choose the number of LINES 28
21 upon which the player wishes to wager. Each of the card
22 locations on the video screen display can also be touch screen
23 locations so that the player may designate which cards he
24 wishes to hold by merely touching the card location on the
25 video screen display 20.

26 The gaming machine 10 also has a button panel 40 which

1 includes typical buttons that the player may press to activate
2 various actions during the play of the method of the present
3 invention. A CASH OUT button 41 is provided to allow the
4 player to collect any credits which the player has accrued on
5 the credit meter 22. A BET MAX button 42 and a BET ONE button
6 44 are provided to allow the player to wager either the
7 maximum amount of credits permitted by the gaming machine or
8 to wager one credit at a time on the play of the game as
9 desired by the player. A DRAW button 46 is provided to allow
10 the player to effect the draw step of the method of play as
11 desired should the player prefer to use the button panel 40
12 instead of the DRAW touch screen location 47 on the video
13 screen display 20. A plurality of HOLD buttons 48 are also
14 provided to allow the player to select which cards the player
15 wishes to hold should the player prefer to use the button
16 panel instead of the card touch screen locations on the video
17 screen display 20. If desired, buttons may be added to the
18 button panel 40 to allow the player to select the number of
19 pay lines upon which the player wishes to wager and to select
20 the amount to be wagered on each active pay line.

21 The gaming machine 10 also includes a coin head 50 to
22 allow the player to insert coins or gaming tokens as wagers to
23 allow play of the gaming machine 10. A bill acceptor slot 52
24 is also provided on the gaming machine 10. In order to accrue
25 credits that may be used to play the gaming machine 10, the
26 player inserts paper currency or other suitable script or

1 gaming coupons into the bill acceptor slot 52 behind which, on
2 the interior of the gaming machine 10, is mounted a bill
3 acceptor which takes in and validates the currency. The
4 monetary value of the inserted currency is then applied to the
5 credit meter 22, the credits on which the player may use to
6 play the gaming machine.

7 The gaming machine 10 is operated by conventional
8 computer controls which are mounted on the interior of the
9 gaming machine. Any other conventional and suitable equipment
10 can be included in the gaming machine 10.

11 The gaming machine of the present invention can be used
12 for electronic video poker games designed to be played by
13 having a first poker hand representing a first pay line
14 displayed to a player on the video screen 22. By manipulating
15 the buttons on the gaming device or by using conventional
16 touch screen technology, the player selects which cards he
17 wishes to play, which are then duplicated or reused into the
18 other pay lines, and which cards he wishes to discard.
19 Replacement cards are then displayed for the discarded cards
20 on the first pay line, additional cards are displayed into the
21 other pay lines and the outcome of the play of the hand is
22 determined.

23 Again, in one arrangement, each row is treated as a
24 separate hand for payout purposes. Each row is evaluated for
25 poker hand ranking and the player is paid based on the amount
26 of his wager on each row depending on the poker hand ranking

1 achieved for that row. A suitable pay table is provided as is
2 conventional for electronic video poker games with the amount
3 of the player's winnings being based on the poker hand ranking
4 achieved and the amount wagered by the player on each hand.

5 In the preferred embodiment of this version of the
6 present invention, the amount of the player's wager on each
7 pay line would be the same. Alternatively, the player could
8 be allowed to make wagers of different amounts on each pay
9 line.

10 Thus, the player has effectively played one to nine pay
11 lines, as selected by the player, at the same time. The
12 player could win on all nine pay lines, could lose on all nine
13 pay lines, could win on some of the pay lines and lose on the
14 other pay lines.

15 As described in more detail by way of example below, some
16 of the pay lines will contain playing cards from only one row
17 of cards and others of the pay lines will contain cards from
18 more than one of the rows.

19 In the preferred embodiment of this invention, the game
20 is dealt using a single standard fifty-two card deck. In this
21 embodiment, all of the cards used to play the game are dealt
22 from a single standard fifty-two card deck of playing cards.
23 The initial deal of the cards for the first row come from this
24 single deck. After the player selects the cards from the
25 first row of cards that will be duplicated or reused into the
26 other rows, if any, the replacement cards for the first row

1 and the additional cards needed for the second and third rows
2 all come from this same fifty-two card deck depleted by the
3 first five cards.

4 In another embodiment of the present invention, the game
5 is dealt using three separate decks of cards -- the initial
6 deal of the cards for the first row and the replacement cards
7 for the first row are dealt using a first standard fifty two
8 card deck. After the player selects the cards from the first
9 row of cards that will be duplicated or reused into the other
10 rows, the additional cards for the second row are dealt using
11 a second deck of forty-seven cards which comprises a standard
12 fifty-two card deck having the player's five initial face up
13 cards shown in the first row omitted therefrom and the
14 additional cards for the third row are dealt using a third
15 deck of forty-seven cards which comprises a standard fifty-two
16 card deck having the player's five initial face up cards shown
17 in the first row omitted therefrom. This is accomplished
18 using the computer controls that operate the gaming machine
19 with the software being written so that the second and third
20 decks used to deal the additional cards for second and third
21 rows, respectively, have removed therefrom the five cards
22 initially dealt.

23 In either the single deck embodiment or the multiple deck
24 embodiment, one or more cards may alternatively be designated
25 as wild cards or one or more Jokers may be added to the deck
26 or decks and designated as wild cards. This allows the

1 methods of the present invention to be applied to any of the
2 various wild card video poker games that are known in the art,
3 such as Deuces Wild or Jokers Wild.

4 Special bonus payouts can be added if the player achiev-
5 es, either on the deal or after the draw, three hands of the
6 same rank at the same time. These bonus payouts could be
7 fixed amounts or progressive payouts. For example, the player
8 could win a progressive payout for achieving nine Full Houses
9 at the same time. As another example when three decks are
10 used, the player can receive a large fixed or progressive
11 payout if the player achieves the same poker hand in each of
12 the three rows: such as a Royal Flush in Spades in all three
13 rows which would yield nine Royal Flushes if the player had
14 wagered on all nine pay lines.

15 An example of play utilizing such an arrangement of these
16 pay lines is shown in Figures 2-13. Figure 2 shows the video
17 display screen for an initial deal of five cards as displayed
18 to the player, In the preferred embodiment of the present
19 invention, the initial deal of five cards is displayed in the
20 center row of the three-by-five matrix, although any row may
21 be used to display the initial deal. The computer controls of
22 the gaming machine electronically shuffle the deck of cards
23 and randomly select five cards as the initial deal. The other
24 two rows are shown with representations of face down cards.

25 The player initially starts the play of one round of the
26 game by selecting which pay lines the player wishes to play

1 and the amount of the wager on each pay lines. In the example
2 shown in Figures 2-13, the player has chosen to wager on all
3 nine pay lines and the amount wagered is five credits on each
4 pay line for a total wager of forty-five credits. The player
5 effects the line selection and the wager amount by using the
6 BET location 26 and the LINES location 28 on the video screen
7 display 22 or by using the appropriate buttons on the button
8 panel 40. The indication of the number of pay lines is shown
9 in the LINES meter 25 and the amount wagered on each line is
10 shown in the BET PER LINE meter 24 on the video screen display
11 22. The CREDITS meter 22 will be decremented the amount of
12 the player's total wager.

13 In the example shown in Figure 2, the top row 110 has
14 been dealt face down and the bottom row 130 has been dealt
15 face-down. The initial deal of cards to the player in the
16 center row 120 are the Four of Clubs 121, the Jack of Spades
17 122, the Six of Diamonds 123, the King of Spades 124 and the
18 Eight of Hearts 125.

19 The player selects those cards in the center row 120 that
20 he wishes to hold. The player effects this selection by
21 pressing buttons or, using touch screen technology, by simply
22 pressing the cards on the screen that the player wishes to
23 hold. Each card that is held by the player from the center
24 row 120 is duplicated or reused in the corresponding verti-
25 cally aligned position in both the top row 110 and the bottom
26 row 130. Therefore, three representations of each of the held

1 cards are now displayed on the screen. The player may hold
2 from zero to five cards from the center row 120.

3 Figure 3 shows an example of the play of the hand when
4 the player has held card 122 and card 124 from the center row
5 120. Card 122, the Jack of Spades, is duplicated or reused in
6 the same aligned position in top row 110 and in bottom row
7 130. Likewise, card 124, the King of Spades, is also dupli-
8 cated or reused in the same aligned positions in top row 110
9 and bottom row 130. All of the other card positions are shown
10 as the back of playing cards indicating that cards will be
11 dealt to these card positions when the draw step occurs.

12 After the player is satisfied with his selection of the
13 held cards, the player presses the "DRAW" button and replace-
14 ment cards are dealt for the discarded cards to complete each
15 of the three rows.

16 As illustrated in Figure 4, the card 126 in the center
17 row 120 is dealt and is the King of Clubs, card 127 in the
18 center row 120 is dealt and is the King of Diamonds and card
19 128 in the center row 120 is dealt and is the Jack of Clubs.
20 Further, as shown in Figure 4, cards are added to the top row
21 110 and bottom row 130 to complete five card hands in those
22 rows. In this case, with regard to the top row 120, the added
23 cards are card 116, the Queens of Spades; card 117, the Ace of
24 Hearts and card 118, the Ace of Spades. With regard to the
25 bottom row 130, the added cards are card 136, the Jack of
26 Hearts; card 137, the Ten of Spades and card 138, the Queen of

1 Diamonds.

2 Each pay line that has been wagered upon by the player
3 comprising five cards are then considered to determine if the
4 player is a winner. Figures 5-13 illustrate application of
5 pay lines #1-#9 described and illustrated above to the
6 resultant fifteen card set illustrated in Figure 4.

7 Figure 5 illustrates pay line #1 which includes the five
8 cards of the center row 120. As illustrated, after the draw,
9 these five cards have a poker hand ranking of a full house.
10 Figure 6 illustrates pay line #2 which includes the five cards
11 of the top row 110. As illustrated, after the draw, these
12 cards have a poker hand ranking of a pair of Aces. Figure 7
13 illustrates pay line #3 which includes the five cards of the
14 bottom row 130. As illustrated, after the draw, these cards
15 have a poker hand ranking of a pair of Jacks.

16 Figure 8 illustrates pay line #4 which comprises a "V"-
17 shaped pay line containing cards from each of the rows. After
18 the draw, the cards along this pay line have a poker hand
19 ranking of a Royal Flush. Figure 9 illustrates pay line #5
20 which comprises an inverted "V"-shaped pay line containing
21 cards from each of the rows. After the draw, the cards along
22 this pay line have a poker hand ranking of a pair of Jacks.
23 Figure 10 illustrates pay line #6 which comprises two cards
24 from the top row, a single card from the middle row, and two
25 cards from the bottom row. After the draw, the cards along
26 this pay line have a poker hand ranking of two pair.

1 Figure 11 illustrates pay line #7 which comprises two
2 cards from the bottom row, a single card from the middle row,
3 and two cards from the top row. After the draw, the cards
4 along this pay line have a poker hand ranking of two pair.
5 Figure 12 illustrates pay line #8 which comprises three cards
6 from the middle row, and a single card from each of the top
7 row and bottom row. After the draw, the cards along this pay
8 line have a poker hand ranking of a full house. Finally,
9 Figure 13 illustrates pay line #9 which comprises three cards
10 from the middle row, and a single card from each of the top
11 row and bottom row. After the draw, the cards along this pay
12 line have a poker hand ranking of a full house.

13 As described above, the cards along each pay line for
14 which the player has placed a wager are evaluated for poker
15 hand ranking and the player is paid based on the amount of his
16 wager for that pay line.

17 Any suitable pay table can be used to determine the
18 payouts associated with the various poker hand rankings that
19 may be achieved by the player. The particular pay table that
20 is used is based on the mathematical return desired to be
21 provided on the gaming machine.

22 The arrangement of multiple pay lines may be applied to
23 versions of the game having more or less than three rows of
24 cards, such as two, four, five or more rows of cards. It is
25 also possible to apply the principles of this invention to
26 poker hands that have less than five cards, such as three-card

1 poker or four-card poker by providing each row with only three
2 cards or four cards. Furthermore, each row could have six or
3 more cards if desired.

4 5 Electronic Slot Games

6 Another version of the present invention comprises a
7 method of play that can be programmed on an electronic video
8 slot machine. Each electronic video slot machine is pro-
9 grammed to display multiple pay lines with each pay line
10 displaying multiple symbols. Each pay line with its multiple
11 symbols are displayed on a video screen to a player. In
12 essence, this game has many of the characteristics of the
13 above-described poker game, except that the symbols may
14 comprise types of indicia other than cards.

15 Initially, the player selects the number of pay lines
16 that the player wishes to play and the player selects the
17 amount the player wishes to wager on each pay line. Then, a
18 row of symbols are first randomly selected and displayed on a
19 first row, such as the center row. By manipulating the
20 buttons on the gaming device or by using conventional touch
21 screen technology, the player selects which of the initial
22 symbols on the first row the player wishes to hold and which
23 symbols he wishes to discard. Symbols that are held by the
24 player are then duplicated or reused into all of the other
25 rows that are displayed.

1 Replacement symbols are then randomly selected and
2 displayed for the discarded symbols and the outcome of the
3 play of the game is determined. Each pay line that has been
4 wagered upon by the player is analyzed to determine if a
5 winning combination of slot symbols appears on that pay line.
6 Any suitable arrangement of pay lines may be used, such as the
7 nine pay lines that are used in the poker game version of the
8 present invention.

9 In the preferred embodiment of the present invention, the
10 player is required to make a wager on the first pay line and
11 at least one of the other pay lines. Generally, the pay lines
12 wagered on by the player would be activated in order from pay
13 line #1 through pay line #9, but any other order of activation
14 could be used.

15 In the preferred embodiment of this version of the
16 present invention, the amount of the player's wager on each
17 pay line would be the same. Alternatively, the player could
18 be allowed to make wagers of different amounts on each pay
19 line.

20 The number of symbols used in the method of play is not
21 critical and is based on the probabilities desired to be
22 employed in the game.

23 Any suitable pay table can be used with the winning
24 amounts and symbol combinations being based on the mathemati-
25 cal return desired to be provided on the gaming machine.

1 While the invention has been illustrated with respect to
2 several specific embodiments thereof, these embodiments should
3 be considered as illustrative rather than limiting. Various
4 modifications and additions may be made and will be apparent
5 to those skilled in the art. Accordingly, the invention
6 should not be limited by the foregoing description, but rather
7 should be defined only by the following claims.

WHAT IS CLAIMED IS:

1 1. A method of playing a card game in which a plurality
2 of paylines are used and a wager is made to activate each pay
3 line comprising:

4 a) displaying a first row of five cards;

5 b) selecting none, one or more of the cards from the
6 first row of cards as cards to be held;

7 c) reusing the cards selected to be held from the first
8 row of cards in a second row of cards;

9 d) reusing the cards selected to be held from the first
10 row of cards in a third row of cards;

11 e) discarding from the first row of cards the unse-
12 lected cards and replacing each of the unselected cards with
13 a replacement card;

14 f) providing additional cards to the second row of
15 cards so that the second row of cards has five cards;

16 g) providing additional cards to the third row of cards
17 so that the third row of cards has five cards;

18 h) each pay line comprising a grouping of five cards
19 from one or more of the first row of cards, the second row of
20 cards and the third rows of cards; and

21 i) determining the poker hand ranking of the resulting
22 cards of each pay line.

1 2. The method of Claim 1 wherein one of the pay lines
2 comprises the five cards in the first row of cards.

1 3. The method of Claim 1 wherein one of the pay lines
2 comprises the five cards in the second row of cards.

1 4. The method of Claim 1 wherein one of the pay lines
2 comprises the five cards in the third row of cards.

1 5. The method of Claim 1 wherein one of the pay lines
2 comprises two cards from the first row of cards, two cards
3 from the second row of cards and one card from the third row
4 of cards.

1 6. The method of Claim 1 wherein one of the pay lines
2 comprises two cards from the first row of cards, one card from
3 the second row of cards and two cards from the third row of
4 cards.

1 7. The method of Claim 1 wherein one of the pay lines
2 comprises one card from the first row of cards, two cards from
3 the second row of cards and two cards from the third row of
4 cards.

1 8. The method of Claim 1 wherein the number of paylines
2 selected exceeds the number of rows of the cards.

1 9. The method of Claim 1 including paying the player
2 an award based on the poker hand ranking of the pay line and
3 the amount of the player's wager on that pay line according to
4 a pay table.

1 10. The method of Claim 1 including the step of a player
2 placing a single wager for each pay line to be played.

1 11. The method of Claim 1 including the step of a player
2 placing a wager to play multiple pay lines.

1 12. The method of Claim 1 wherein the replacement cards
2 and additional cards provided in accordance with steps e), f)
3 and g) are provided from a single deck of cards.

1 13. The method of Claim 1 wherein the replacement cards
2 in accordance with step e) are provided from a first deck of
3 cards, the additional cards provided in accordance with step
4 f) are provided from a second deck of cards, and the addi-
5 tional cards provided in accordance with step g) are provided
6 from a third deck of cards.

1 14. A method of playing a card game in which a plurality
2 of paylines are used and a wager is made to activate each pay
3 line comprising:

4 a) providing a fifteen card display having a first row,
5 a second row and a third row with each row having five card
6 locations;

7 b) displaying cards at each of the five card locations
8 in the first row;

9 c) selecting none, one or more of the cards from the
10 first row as cards to be held;

11 d) reusing the cards selected to be held from the first
12 row in card locations in the second row;

13 e) reusing the cards selected to be held from the first
14 row in card locations in the third row;

15 f) discarding from the first row the unselected cards
16 and replacing each of the unselected cards with a replacement
17 card;

18 g) providing additional cards to the second row so that
19 the second row has five cards;

20 h) providing additional cards to the third row so that
21 the third row has five cards;

22 i) selecting one or more hands comprising five cards
23 from the fifteen card locations, each pay line comprising one
24 of the hands of five cards selected from the fifteen card
25 locations; and

26 j) determining the poker hand ranking of the resulting
27 cards of each pay line.

1 15. The method of Claim 14 wherein one of the pay lines
2 comprises the hand of five cards comprising the first row of
3 cards.

1 16. The method of Claim 14 wherein one of the pay lines
2 comprises the hand of five cards comprising the second row of
3 cards.

1 17. The method of Claim 14 wherein one of the pay lines
2 comprises the hand of five cards comprising the third row of
3 cards.

1 18. The method of Claim 14 wherein one of the pay lines
2 comprises a hand comprising two cards from the first row of
3 cards, two cards from the second row of cards and one card
4 from the third row of cards.

1 19. The method of Claim 14 wherein one of the pay lines
2 comprises a hand comprising two cards from the first row of
3 cards, one card from the second row of cards and two cards
4 from the third row of cards.

1 20. The method of Claim 14 wherein one of the pay lines
2 comprises a hand comprising one card from the first row of
3 cards, two cards from the second row of cards and two cards
4 from the third row of cards.

1 21. The method of Claim 14 wherein the number of
2 paylines selected exceeds the number of rows of the cards.

1 22. The method of Claim 14 including paying the player
2 an award based on the poker hand ranking of the hand of each
3 pay line and the amount of the player's wager on that pay line
4 according to a pay table.

1 23. The method of Claim 14 including the step of a
2 player placing a single wager for each pay line to be played.

1 24. The method of Claim 14 including the step of a
2 player placing a wager to play multiple pay lines.

1 25. The method of Claim 14 wherein the replacement cards
2 and additional cards provided in accordance with steps f), g)
3 and h) are provided from a single deck of cards.

1 26. The method of Claim 14 wherein the replacement cards
2 in accordance with step f) are provided from a first deck of
3 cards, the additional cards provided in accordance with step

4 g) are provided from a second deck of cards, and the addi-
5 tional cards provided in accordance with step h) are provided
6 from a third deck of cards.

1 27. A method of playing a game in which a plurality of
2 paylines are used and a wager is made to activate each pay
3 line comprising:

4 a) displaying a first row of symbols;

5 b) selecting none, one or more of the symbols from the
6 first row of symbols as symbols to be held;

7 c) reusing the symbols selected to be held from the
8 first row of symbols in a second row of symbols;

9 d) reusing the symbols selected to be held from the
10 first row of symbols in a third row of symbols;

11 e) discarding from the first row of symbols the
12 unselected symbols and replacing each of the unselected
13 symbols with a replacement symbol;

14 f) providing additional symbols to the second row of
15 symbols so that the second row of symbols has the same number
16 of symbols as the first row;

17 g) providing additional symbols to the third row of
18 symbols so that the third row of symbols has the same number
19 of symbols as the first row;

20 h) each pay line comprising a grouping of symbols from
21 one or more of the first row of symbols, the second row of
22 symbols and the third rows of symbols; and

23 i) determining the symbol ranking of the resulting
24 symbols of each pay line.

1 28. The method of Claim 27 wherein one of the pay lines
2 comprises the symbols of the first row of symbols.

1 29. The method of Claim 27 wherein one of the pay lines
2 comprises the symbols of the second row of symbols.

1 30. The method of Claim 27 wherein one of the pay lines
2 comprises the symbols of the third row of symbols.

1 31. The method of Claim 27 wherein each of the first
2 row, second row and third row has five symbols.

1 32. The method of Claim 27 wherein one of the pay lines
2 comprises two symbols from the first row of symbols, two
3 symbols from the second row of symbols and one symbols from
4 the third row of symbols.

1 33. The method of Claim 27 wherein one of the pay lines
2 comprises two symbols from the first row of symbols, one
3 symbol from the second row of symbols and two symbols from the
4 third row of symbols.

1 34. The method of Claim 27 wherein one of the pay lines
2 comprises one symbol from the first row of symbols, two
3 symbols from the second row of symbols and two symbols from
4 the third row of symbols.

1 35. The method of Claim 27 wherein the number of
2 paylines activated exceeds the number of rows of the symbols.

1 36. The method of Claim 27 including paying the player
2 an award based on the ranking of the group of symbols of the
3 pay line and the amount of the player's wager on that pay line
4 according to a pay table.

1 37. The method of Claim 27 including the step of a
2 player placing a single wager for each pay line to be played.

1 38. The method of Claim 27 including the step of a
2 player placing a wager to play multiple pay lines.

ABSTRACT OF THE DISCLOSURE

1 A card game in which the player makes a wager to play one
2 or more poker hands which are displayed as pay lines in a
3 display that looks like a multi-line slot reel machine. Three
4 adjoining horizontal rows, each having five card locations,
5 are displayed to the player. The reels are spun a first time
6 and one row of playing cards, such as the center row and
7 representing a first hand, are displayed to the player. The
8 player selects none, one or more of the face up cards from the
9 first hand as cards to be held. The cards that are held are
10 reused from the first row into all of the other rows. The
11 reels that do not have held cards are then respun so that
12 additional cards are displayed into the first row and all
13 other rows so that each row is a five card hand. The poker
14 hand ranking of each five card hand along each pay line which
15 is being played by the player is determined. The player is
16 then paid for any winning poker hands based on a pay table and
17 the amount of the player's wager. The pay lines may comprise
18 any suitable configuration of cards as long as there is only
19 one card used from each card position regardless of which row
20 the card is displayed in. Slot symbols may be used in place
21 of the playing cards and the player is paid for winning slot
22 symbol combinations instead of poker hand rankings.

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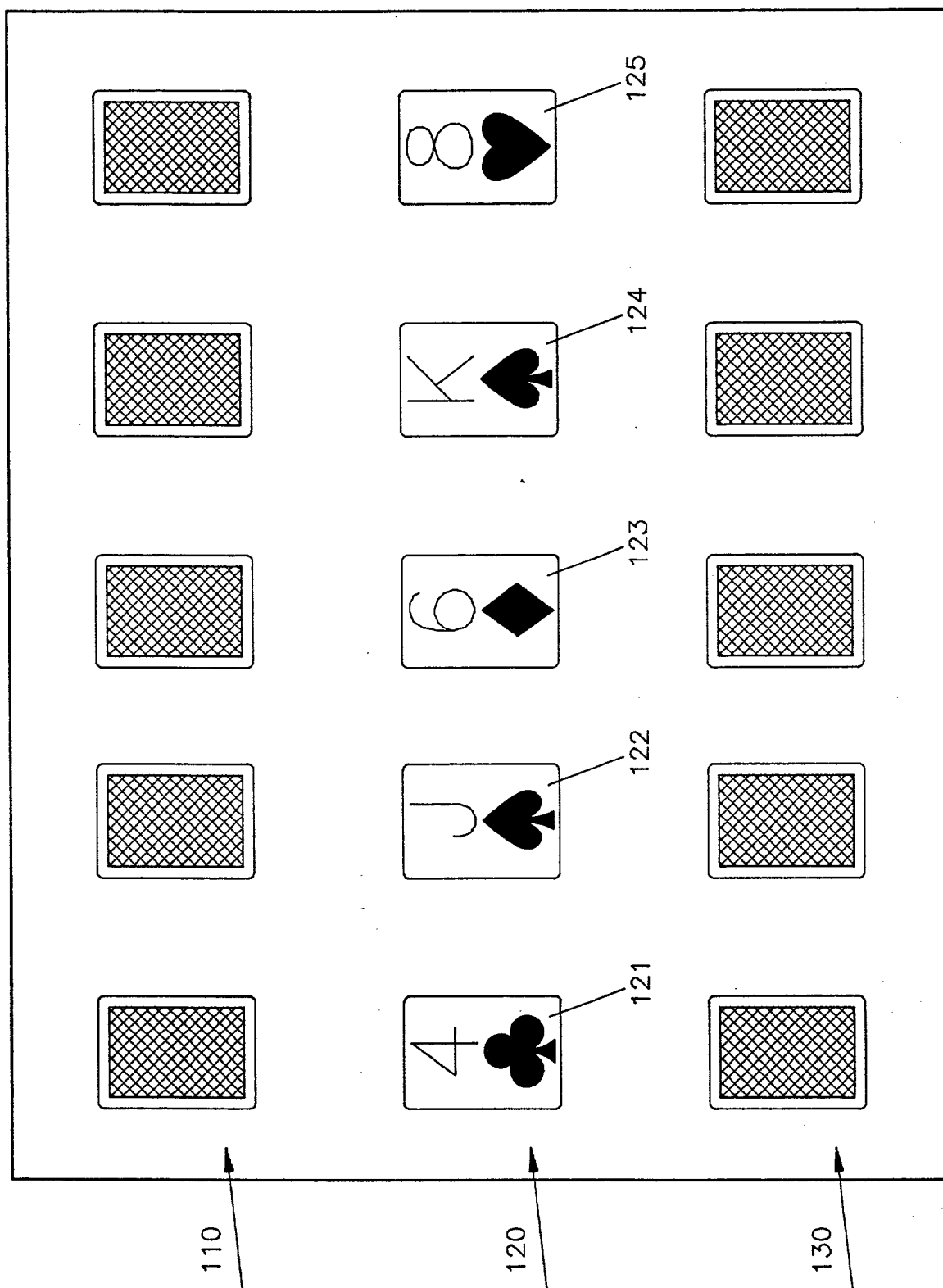


FIG-2

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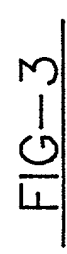


FIG-3

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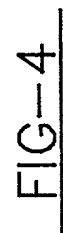


FIG-4

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FIG-5

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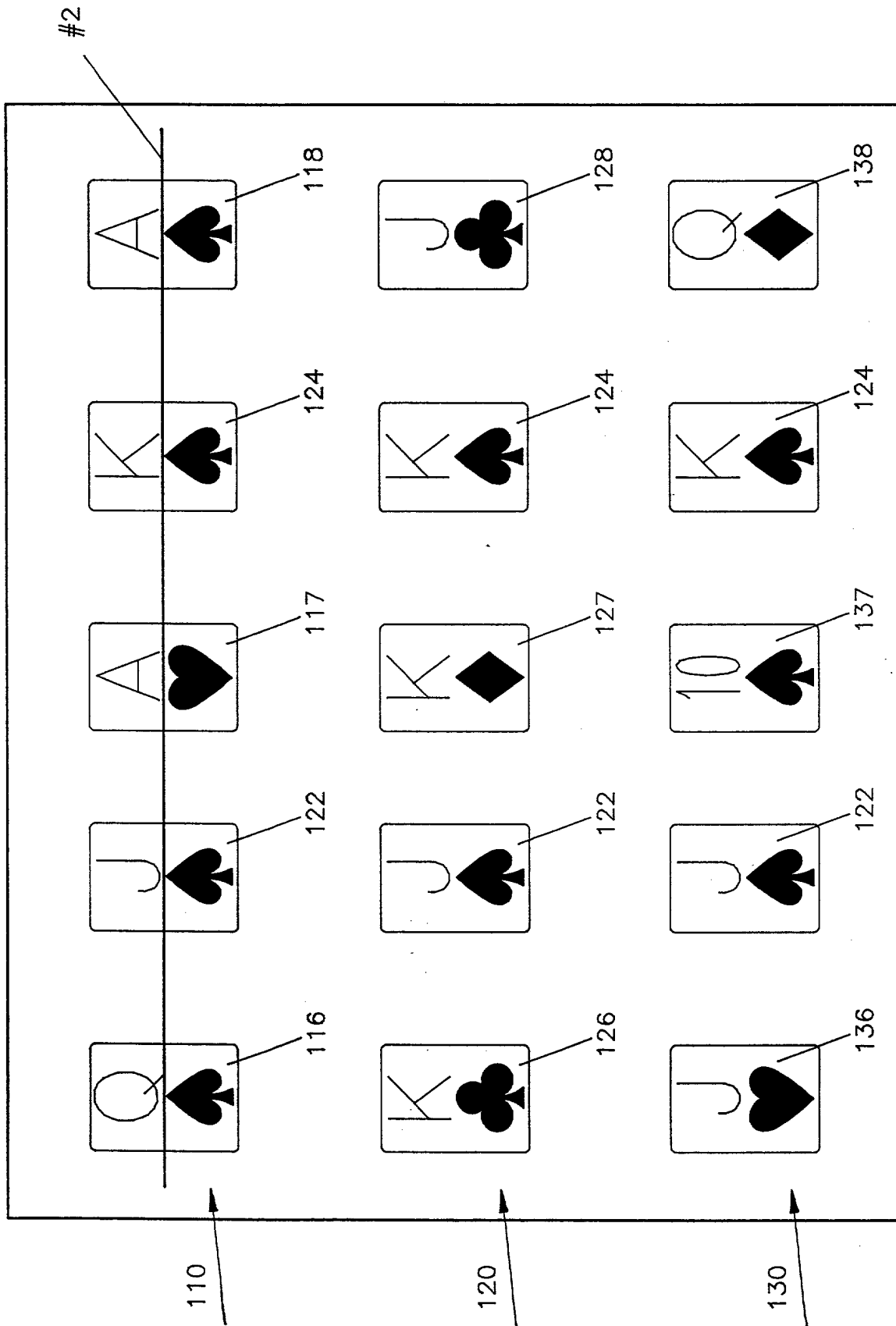


FIG-6

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FIG-8

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FIG-9

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FIG-11

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FIG-12

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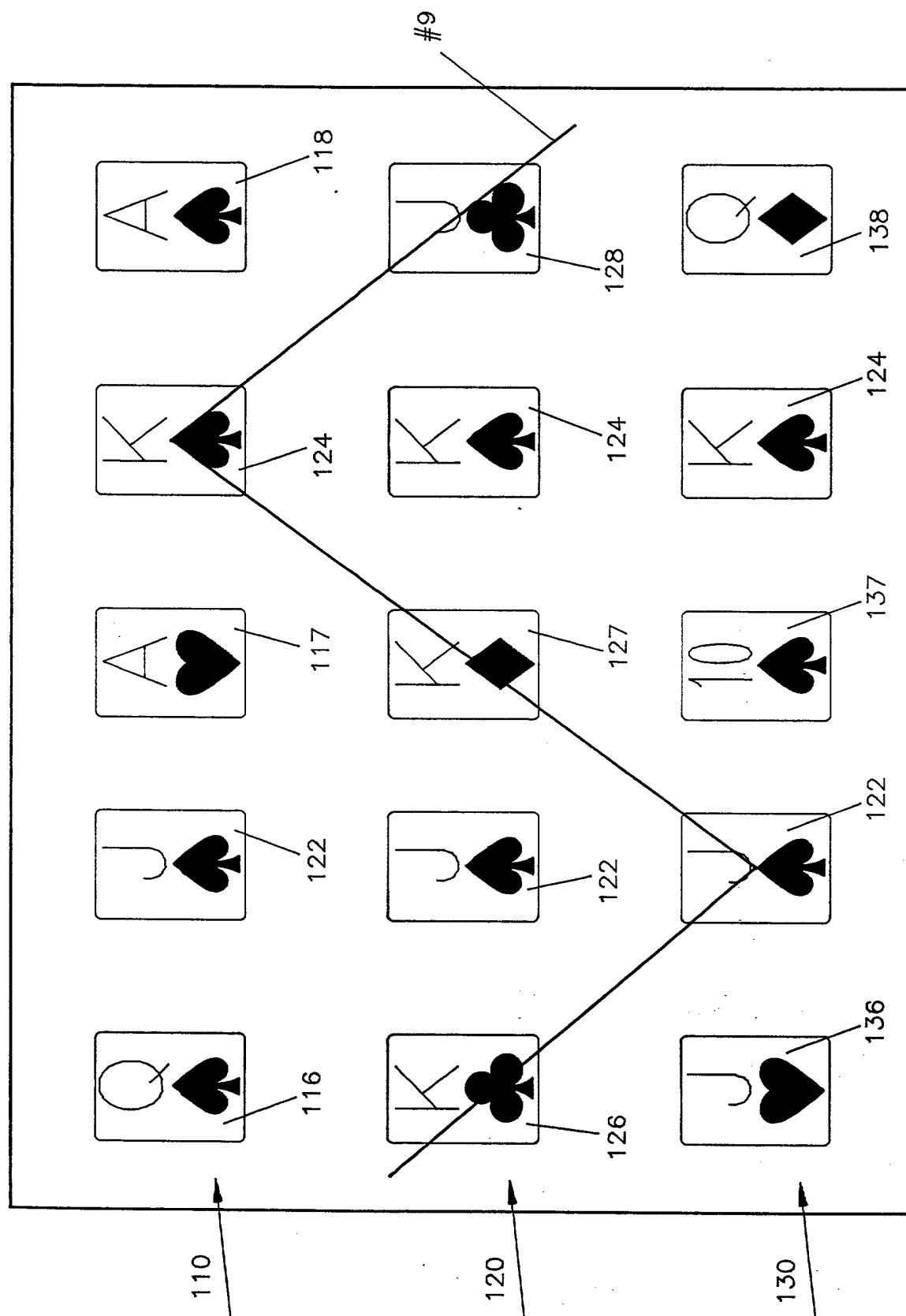


FIG-13

DECLARATION FOR PATENT

As the below named inventor, I hereby declare that my residence, post office address and citizenship are as stated below next to my name. I believe I am the original, first and sole inventor of the subject matter which is claimed and for which a patent is sought on the invention entitled ELECTRONIC VIDEO SLOT AND POKER GAMES, the specification of which is attached hereto. I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment referred to above. I acknowledge the duty to disclose information which is material to the examination of this application in accordance with 37 CFR §1.56(a).

I hereby claim foreign priority benefits under 35 USC §119 of any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed: NONE

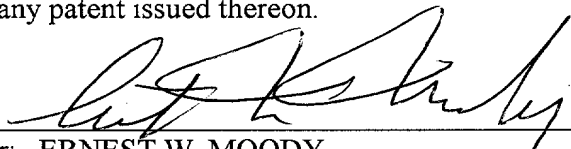
I hereby claim the benefit under 35 USC §120 of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by the first paragraph of 35 USC §112, I acknowledge the duty to disclose material information as defined in 37 CFR §1.56(a) which occurred between the filing date of the prior application and the national or PCT international filing date of this application: Application Serial No. 08/495,952, entitled "Poker-Style Card Game", filed June 28, 1995, now U.S. Patent No. 5,531,448; Provisional Application Serial No. 60/019,879, entitled "Electronic Video Poker Games", filed June 17, 1996; Application Serial No. 08/755,174, entitled "Electronic Video Poker Games", filed November 25, 1996, now Patent No. 5,732,950; Application Serial No. 08/900,965, entitled "Electronic Video Poker Games", filed July 25, 1997, now U.S. Patent No. 5,823,873; Application Serial No. 09/040,143, entitled "Multi-line Slot Machine Method, filed March 17, 1998, now U.S. Patent No. 5,976,016; Application Serial No. 09/083,531, entitled "Electronic Video Poker Games", filed May 22, 1998, now U.S. Patent No. 6,007,066; Application Serial No. 09/175,226, entitled "Electronic Video Poker Games", filed October 20, 1998, now pending; Application Serial No. 09/395,292, entitled "Multi-line Slot Machine Method", filed September 13, 1999, now pending.

I hereby appoint the following registered patent attorney to prosecute this application and to transact all business in the Patent and Trademark Office connected herewith: JOHN EDWARD ROETHEL, Reg. No. 28,372.

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I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

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